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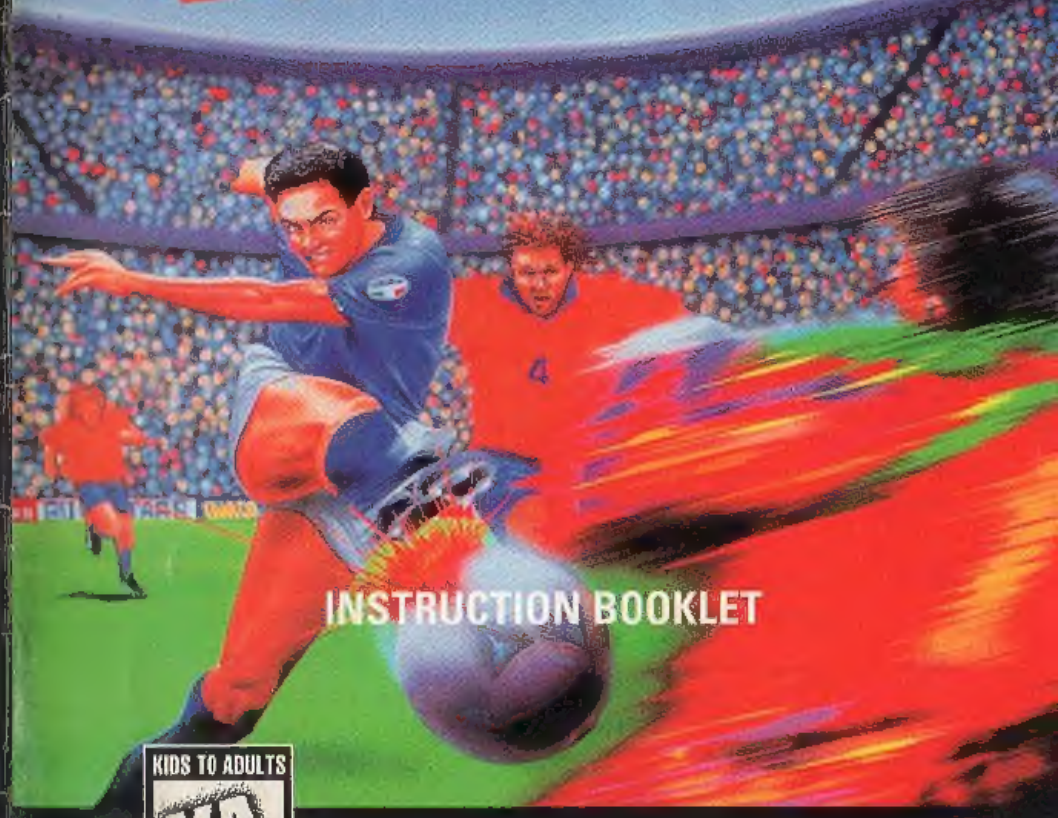
INTERNATIONAL SUPERSTAR SOCCER™



INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

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PLAYING THE GAME

STARTING THE GAME

Insert the game pak into your Super NES® and turn the power switch ON. The Title screen will appear. (If you don't press START, a demo of the game will start running. Press START to end the demo.)

Press the START button to display the Game Mode Selection screen.

Press the control pad ↑↓ to select the game mode, then press the A button. Press the B button to return to the selection screen.

GAME MODES see page

OPEN GAME 4
Play a regular soccer game.

INTERNATIONAL 4
This mode features league and tournament play. In the league playoffs, 24 teams divided into 6 blocks compete in round-robin play for a spot in the tournament. The top two teams from each block advance to tournament play. The tournament features a total of 16 teams.

WORLD SERIES 4
Each team plays every other team twice (total of 64 games) to determine a champion.

TRAINING 14
This mode lets players sharpen their playing skills in timed attacks.

SCENARIO 13
This practice mode is the next best thing to real games.

P-K (PENALTY KICK) 16
This mode features a Penalty Kick competition.

PASSWORD 18
OPTIONS 13
Select game difficulty and other options in this mode.

OPEN GAME
(INTERNATIONAL CUP & WORLD SERIES)

STARTING THE GAME

1 Press the control pad ↑↓ to select the game format and then press the A button. Press the B button to cancel.

- **1P vs CPU**: For 1 player. Select your team and the computer's team.
- **1P vs 2P**: For 2 players. Each player selects a team.
- **CPU vs CPU**: For computer-only play. Select the computer's teams.

*International Cup, World Series, Scenarios and Training are for 1 player only.

2 Press the control pad ↑↓ to select the team of your choice from the Team Selection screen, then press the A button. Press the B button to cancel.

3 Set game options and the rules of play. Press the control pad ↑↓ to move the cursor to the desired mode, and press the A button. Press the B button to cancel.

*International Cup and World Series games last 5 minutes. The weather conditions and stadium are set automatically. Scores are displayed at the end of each game.

REPLAYS

Scoring action can be replayed in Open Game, International Cup and World Series game play.

When a goal is scored, the Replay screen will appear.

Reverse play: B button **Play**: A button **Pause**: X or Y
Slow-motion: When paused, press A/B for forward/reverse

Press the Start button to cancel the Replay screen.

GAME START (coin toss)

Before game play begins, a coin toss will decide team position and possession.

The team that wins the coin toss elects either the end of the field they wish to defend or first possession (End or Kickoff) by moving the control pad ↑↓ and pressing the A button.

PLAYER SUBSTITUTION

You may substitute players when their condition warrants it.

Press the control pad to move the cursor to the player you wish to replace, then press the A button. Look at the field map to see that player's position.

Move the cursor to the player you wish to sub in and press the A button. Press the B button to cancel. After selecting the incoming player, press the B button to return.

Player substitution during play

To substitute players during the game, press the Select button to display the "Change Mark" on screen. When the ball goes out of play, the Game Options screen mode appears.

You may then substitute players in the Substitution mode (see above). Select GAME START from the options menu and press the A button to resume the game when you are finished. Once a player has been removed, he can't go back into that game.

YELLOW CARD DISPLAY

To display the number of yellow cards a player has received, press the L or R buttons at the Player Substitution screen. Press L or R again to toggle back to the player's Condition Display.

Codition ☺ =Good health 😐 =Okay ☹ =Tired

STRATEGY CHANGES

You can change the strategies of your team.

You can adjust the play style of the forwards (FW), midfielders (MF), and defenders (DF) to more offensive or defensive.

FW: Forwards are front line players who try to score goals.

MF: Midfielders are a combination of offense and defense in the midfield.

DF: Defenders try to take the ball away from opposing attackers and create counter opportunities for their own team.

Press the control pad ←→ to change each lines tactics to more offensive or more defensive. Press ↑↓ to move between the three lines, and press the A button when your settings are complete. You can then select five strategies in the Strategy Change Mode.

- No tactics.
- All offense (players go on the attack)
- All defense
- Counter attack (FW and MF go on the attack).

- Offside trap (DF push the offsides line forward to catch attackers offsides).

Press the control pad to select the strategy, then press the A button. Press the B button when your selection is completed.

TACTIC CHANGES DURING PLAY

To change tactics during the game, press the Select button to display the Change Mark on screen. When the ball goes out of play, the game options screen appears.

You may then change the tactics in the Tactics mode (see page 6). Select "Game Start" from the options mode and press the A button to resume play.

STADIUM

- You can change which team is home or away.
- You can select the weather conditions.
- You can change the look of the grass (but this will not affect field conditions).

Press the control pad ←→ to select the condition. Press ↑↓ to cycle through the options. Press the A or B button when settings are complete.

RULES

You can select three different referees:

Carlos: Strict **Heinz**: Average **Tanaka**: Easy

You can also turn fouls, offsides and yellow cards ON or OFF. Press the control pad ↑↓ to select the desired item and ←→ to turn rules ON or OFF, and to select the referee. Press the A or B button when settings are complete.

TEAM COLORS

You can change the team's uniform colors when playing either 1P or 2P.

Press the control pad to move cursor to the shirt, shorts and socks and press the A button to go to the "color edit box" below.

Press the control pad ←→ to select one of the colors you wish to edit, then press the control pad ↓ to edit the RGB (Red, Green, Blue) colors. Press ←→ to change the mixture of each color. Use this method to edit all of the colors in the uniform. To reset the colors, highlight "Reset" and press the A button.

SOUND CHANGES

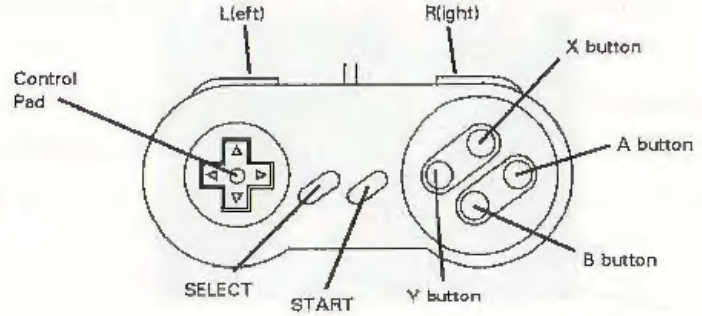
You can turn STEREO or MONAURAL and crowd noise sounds ON or OFF.

Sound: STEREO or MONAURAL **Crowd noise**: ON or OFF

Press the control pad ↑↓ to select the desired item and ←→ to turn sounds ON or OFF. Press the A or B button when settings are completed.

OPERATIONS

CONTROLLER OPERATIONS

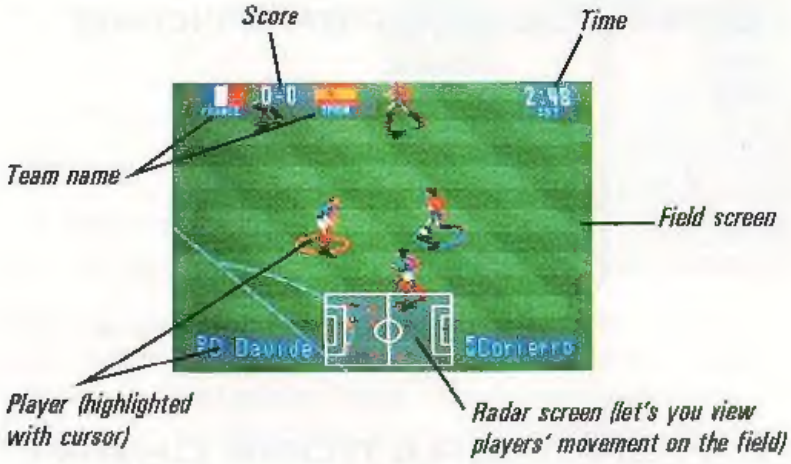


PLAYER OPERATIONS CHART

Button	*Control Pad*	*Player movement*
A	✓	Kick fly ball in direction pressed
	✓	Centering in direction pressed
	(none)	Lifting (keep ball in play in the air)
B	✓	Pass in direction pressed
	(none)	Lifting (keep ball in play in the air)
Y	✓	Dash
X	Shoot	
Control pad	Player movement Ball's curve	
Control pad	Operate free kick, corner kick, and goal kick arrows	
R	Change player	
L	Execute set strategy	

Centering: *A pass from along the sidelines aimed for the front of the opposing teams goal where both teams members are poised to strike and defend.*
Lifting: *Keeping the ball from hitting the ground.*

FIELD SCREEN



- You can operate the player highlighted by the cursor. All other players move automatically.
- Press the control pad to move a player. When you touch the ball, the player automatically keeps the ball and dribbles it.
- When the goalie is set for MANUAL play, press the A button to punch or kick the ball, and the B button to catch it. Once the goalie has the ball, he can throw it or kick it.

CURSOR CHANGE

A type: Use the R button to move the cursor to the player closest to the ball.

B type: Press the control pad in the direction of the player you wish to control and press the R button.

FIELD SCREEN OPERATIONS

Ball kick: The longer you press the A button, the faster and farther the kick.

Ball's curve: After kicking the ball, press the control pad in the direction in which you wish to make the ball curve.

Maintaining ball possession: Turning your back to your opponent makes it difficult for him/her to get the ball.

Heel kick: Use your heel to kick the ball backwards. Release the control pad, then press it in the opposite direction you're facing and the B button at the same time.

Free kick & corner kick: Press the control pad to set the arrow for the direction of the kick, then press the A or B button. The longer you press the A button, the faster and farther the kick.

Throw in: Press the control pad ←→ to aim your player for the throw in, then press the A or B button.

Heading: The player automatically makes a jump or head dive depending on the position and height of the ball when the A button is pressed.

Heel lift: Release the control pad while dashing and press the A or B button to lift the ball in front of you.

Sliding: Press the A button when an opponent has the ball to slide in and kick it away from him.

Charge: Press the B button when an opponent has the ball to attempt to steal the ball away from him.

Bicycle (overhead) kick: To execute a bicycle kick, your player should be facing the ball. When the ball is near your player, press the A or B button and press the control pad in the opposite direction that you were facing. This move requires a lot of practice.
Note: The ball must be in the air to execute this kick.

One-Two pass: While dashing (using the Y button), press the B button to pass the ball to a teammate. Continue to press the Y and B buttons and the teammate will pass the ball back in front of you.

Shoot: Press the X button to shoot while in enemy territory. While on your own turf, press the control pad to set the direction and press the X button to execute a high kick. The longer you press the button, the higher the kick.

Goal: Hold the control pad in the direction you want your shot on goal to go.

OPTIONS

Select game play difficulty and other options in this mode. Press the control pad to select and change options. Press the B button to return to the Game Mode Selection screen.

Game time: Select game times of 3, 5, or 7 minutes per half.

Game level: Select EASY, NORMAL or HARD.

Goal keeper: Select AUTO or MANUAL for the goalie (with 1P and 2P).

Key configuration: View button setting options and operation explanations.

SETTING KEY CONFIGURATIONS

Press the control pad to select the button you wish to change, then press the A button. Then select the button you wish to swap, and press the A button again. Press the B button to return to the Options screen.

Press the L and R buttons to see the play operations of each button.

SCENARIO MODE

There are up to nine game scenarios. A win clears each game, except in the case of a tie. (There is no extended play.)

STARTING THE GAME

Stars indicate the difficulty of each scenario. The mores stars, the harder the scenario. Use the control pad to select a scenario, then press the A button.

Results are displayed on the Scenario Results Display screen when the game ends.

TRAINING MODE

Players must clear this practice mode by dribbling and shooting in timed attacks (within a set time limit). Select the Training mode from the Game Mode Selection screen.

1 Press the control pad to select the letter of your name and press the A button after each selection. Then, select OK and press the A button.

2 Press the Control pad ↑↓ to select the game's difficulty level, then press the A button. Press the B button to cancel.

GAME START

(Dribble, pass, shoot, defend and corner kick in order.)

1 Results and messages are displayed after you clear each skill. Press the A button to skip the results and go to the next skill.

2 The results and rankings of each skill are displayed after you've cleared all five skills. Press the control pad ↑↓ to scroll through all of the results.

TRAINING MODE PLAY

- The object in the timed attack game is to clear the dribble, pass, shoot, defense and corner kick as fast as possible. The faster your time, the higher the points scored.
- When the timed attack for each skill is completed, you'll receive a bonus chance to shoot for 30 seconds. You receive extra points for scoring a goal, and any remaining time is converted into points.
- When the timed attack is over, your final score will be the total points scored plus bonus points.

SKILLS

Dribble: Dribble to avoid the opponents and capture flags as fast as possible. The timed attack ends when you take all the flags.

Pass: Pass the ball as fast as possible to all 10 players (excluding the goal keeper). The timed attack ends when you've passed the ball to all 10 players.

Shoot: Shoot along a set path through opposing players. The timed attack ends when you make the shot.

Defense: Take the ball away from attacking opponents as fast as possible. When you've stolen the ball, the timed attack ends and you receive a bonus chance. One FW remains. Make a long pass to that FW and attempt the shot. Offsides will not be called in this drill.

Corner kick: Either aim straight for the goal along a set path or opt for centering the ball from the corner. The timed corner kick attack ends when you make the shot.

P-K (Penalty Kick)

Select five players from each team to face off in a penalty kick round. The team that scores the most penalty kicks wins the round. Select P-K from the Game Selection screen.

STARTING THE GAME

1 Press the control pad to select the game format, then press the A button. Press the B button to cancel.

- **1P vs CPU**: For 1 player. Select your team and the computer's team.
- **1P vs 2P**: For 2 players. Each player selects a team.
- **CPU vs CPU**: For computer-only play. Select the computer's teams.

2 Press the control pad ↑↓ to select the team of your choice from the Team Selection screen, then press the A button. Press the B button to cancel.

3 Choose your five players by pressing the A button on the highlighted player. After you have selected five players the game will ask you to confirm your selection. Select OK and press the A button to go to the P-K or select NO and press the A button to change your player selections.

P-K OPERATIONS

Kicker and goal keeper operations:

Kicker operations

1 Press the control pad to determine direction of the kick.

2 Press A or B to kick.

High kick: A button **Low kick**: B button

* To aim for the center, release the control pad, then press the A or B button to kick.

Goal Keeper operations

1 Press the control pad to determine movement of the goal keeper (or "goalie").

2 Press A or B to move the goalie.

Jump (high): A button **Dive (low)**: B button

* The goalie cannot move until the kicker kicks the ball.

SUDDEN DEATH

If the P-K round ends in a tie, continue to bring out additional players one at a time to kick until one team wins. Select the players from the Player Selection screen.

PASSWORD

You will get a password after each game in International Cup, World Series and Scenario modes. It allows you to return later to continue playing that mode from where you left off.

PASSWORD INPUT LOCATION

You can input passwords in places where the balls are rotating. Use the L button to move the cursor left, and the R button to move the cursor right.

Letter selection location

Letter selection cursor. (Use the control pad to move it.)

Password display location

Select this when you've finished inputting the password.

BASIC CONTROLS

control pad: Moves the cursor to the letter you want to input.

A button: Sets letter selection. Once you have set a letter, the cursor moves on to the next space in the password display location.

B button: Cancels your last selection (and moves the cursor back to the previous space).

L/R buttons: Moves the cursor in the Password Display Location left or right without cancelling any selections. This is useful when you only want to change one letter.

When you've finished inputting the password: Move the cursor to the "OK" square in the bottom right of the screen and press the A button. If the password is correct, the game will begin. If it's incorrect you must input the password again.

RULES

Foul: When you foul by sliding in behind an opponent, the opposing team gets a free kick. If you commit the foul in the penalty area, they get a penalty kick (see: **P-K**, page 16)

Yellow cards and ejections: You are penalized with a yellow card when you execute a dangerous play, such as a sliding foul. When you accumulate 2 yellow cards, you are penalized with a red card and ejected from the game. You cannot sub for an ejected player—you must play with one less player.

Passing back to the goal keeper: The goal keeper cannot use his hands when receiving a pass from a teammate.

Offside: An offside occurs when you pass the ball to a teammate who is beyond all opposing defenders. You may dribble a ball past the last defender without being offsides.

When a play goes offside, play resumes from that field position.

Direct free kick: A team receives a direct free kick when the opposing team commits a foul. The kicker may aim his kick directly for the goal.

Indirect free kick: Also the result of an opponent's foul, this kick only counts if it is touched by a teammate before going into the goal.

P-K: A P-K results when one of your defenders commits a foul that would result in a free kick during action in your teams penalty area.

Free kick: This is an unblocked kick from the field position at which the foul occurred.

Corner kick: A corner kick occurs when one of your players is the last player to touch a ball before it goes out-of-bounds past your goal line. The opposing team gets to kick the ball into play from the corner closest to the out of bounds point.

Throw in: When the ball goes out of bounds on the sidelines, the team that was not the last to touch the ball gets to throw it in from the out-of-bounds point to resume play. No goal is counted, however, should the thrown ball go into the goal.

TEAMS

U.S.A. Defensive team 4-4-2	**France** Attack team 4-3-3	**Scotland** Defensive team 4-4-2
Mexico Attack team 3-4-3	**England** Attack team 4-3-3	**Austria** Defensive team 4-4-2
Columbia Attack team 4-4-2	**Spain** Attack team 3-4-3	**Cameroon** Attack team 4-4-2
Brazil Attack team 4-4-2	**Holland** Attack team 3-4-3	**Nigeria** Attack team 3-5-2
Argentina Attack team 4-4-2	**Italy** Attack team 4-4-2	**Russia** Defensive team 5-3-2
Bulgaria Attack team 4-3-3	**Germany** Defensive team 5-3-2	**Norway** Defensive team 4-4-2
Romania Attack team 4-5-1	**Wales** Attack team 4-4-2	**Sweden** Defensive team 4-5-1
Belgium Defensive team 4-4-2	**Denmark** Attack team 4-4-2	**Switzerland** Defensive team 4-4-2
Ireland Defensive team 4-4-2	**South Korea** Attack team 3-5-2	

Team name: **Country**
Style of play: Aggresive/defensive
Number of players: DF-MF-FW

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KONAMI GAME HINT AND TIP LINE

1-900-896-HINT (4468)

- ☎ 85¢ per minute charge
- ☎ $1.15 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your *International Superstar Soccer™* game pak, try our Warranty Services number: (708) 215-5111.

Game counselors are available Mon.–Fri. 8:30 a.m. to 5:00 p.m. CST.

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ONLINE SUPPORT

Konami Consumer Support is available online from:

CompuServe: To reach our Customer Support board in the Video Game Publishers Forum, type **Go VIDPUB** at any "!" prompt and access the Konami library. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and $15 usage fee credit.